

1. Group Name : ABS

2. GUI No : 001

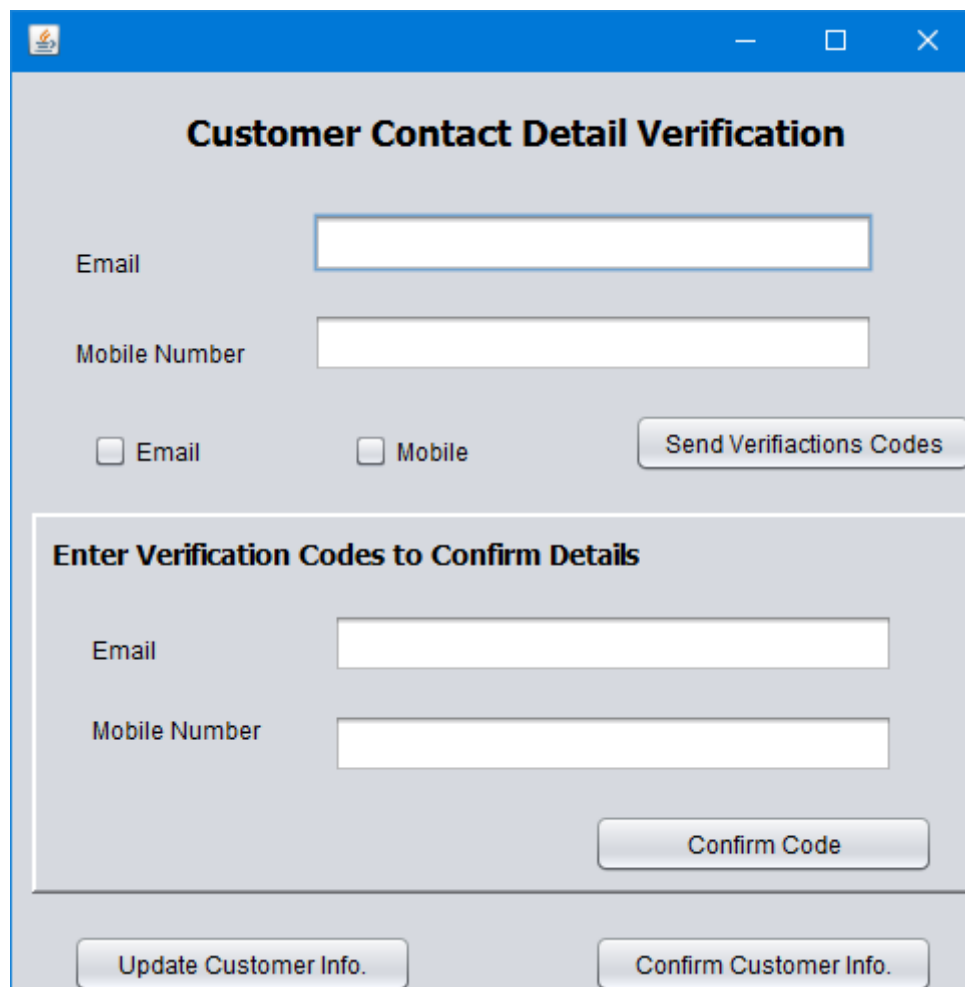
3. Name of relevant use case : Maintaining and Updating Customer Databases

4. Title of the GUI : Customer Contact Detail Verification

5. Description of the GUI:

Through Marketing Department, a database is managed to store customer details. If Customer Details are changed we confirm the change of details via Emails. When contact details are Changed; we're sending a verification code to predefined emails and mobiles to Contact the customer and to get the details about contact detail change. In this GUI, we can confirm the contact details given by customer.

6. GUI



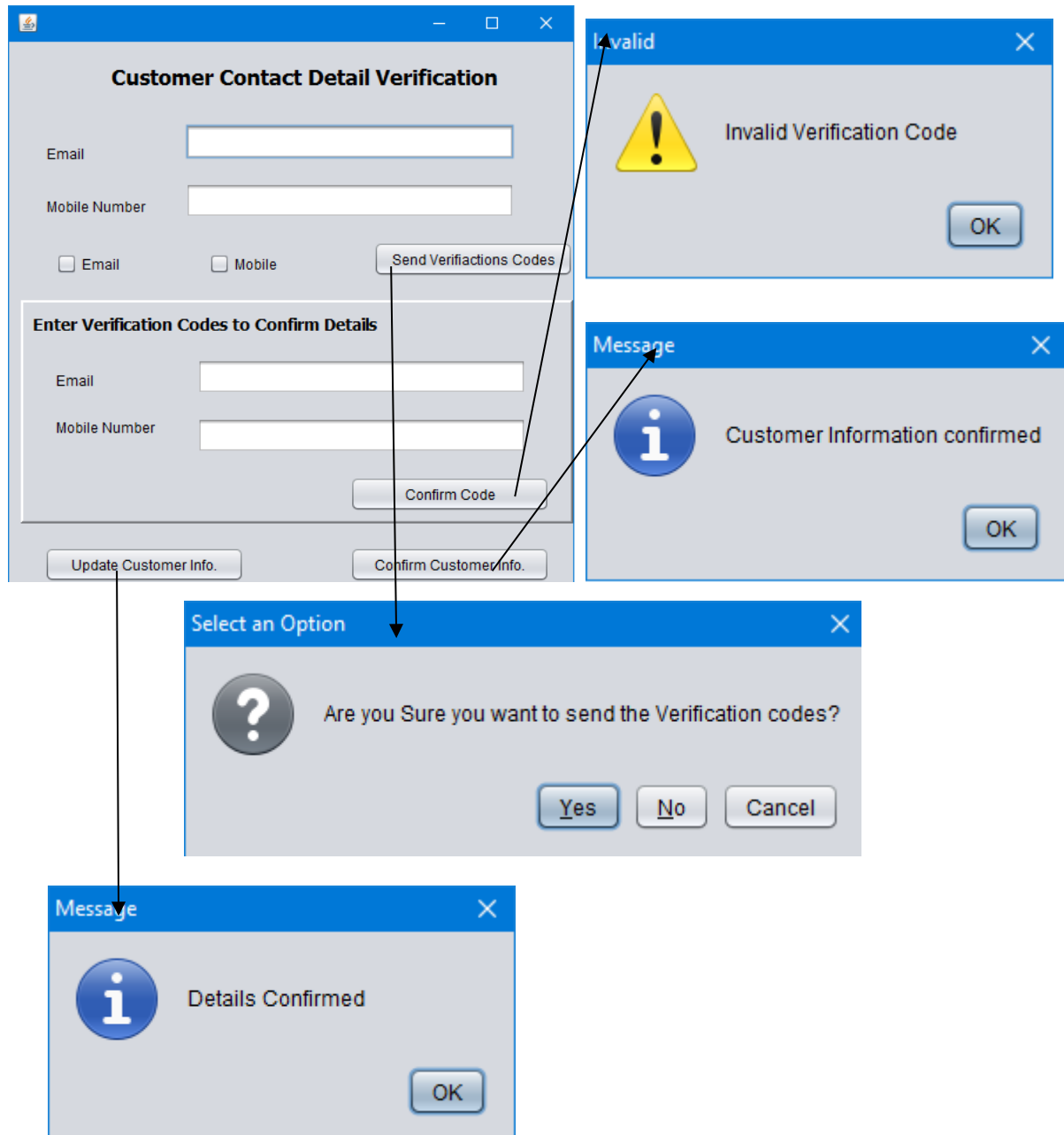
1. Group Name : ABS

2. Story Board No : 001

3. Name of relevant use case : Maintaining and Updating Customer Databases

4. Title of the Story Board : Maintaining and Updating Customer Databases

6. Story Board Diagram



1. Group Name : ABS

2. GUI No : 002

3. Name of relevant use case : System Login – General Service (Security)

4. Title of the GUI : System Administration Login Panel

5. Description of the GUI:

In this GUI, User can input their Username and password to access the Digital System. User must select the relevant department and enter relevant details. When Login button is clicked, a Validation code is sent to User's email and Mobile as a precautions action. If username or password is forgotten, user can recover the username and password using this login panel.

6. GUI



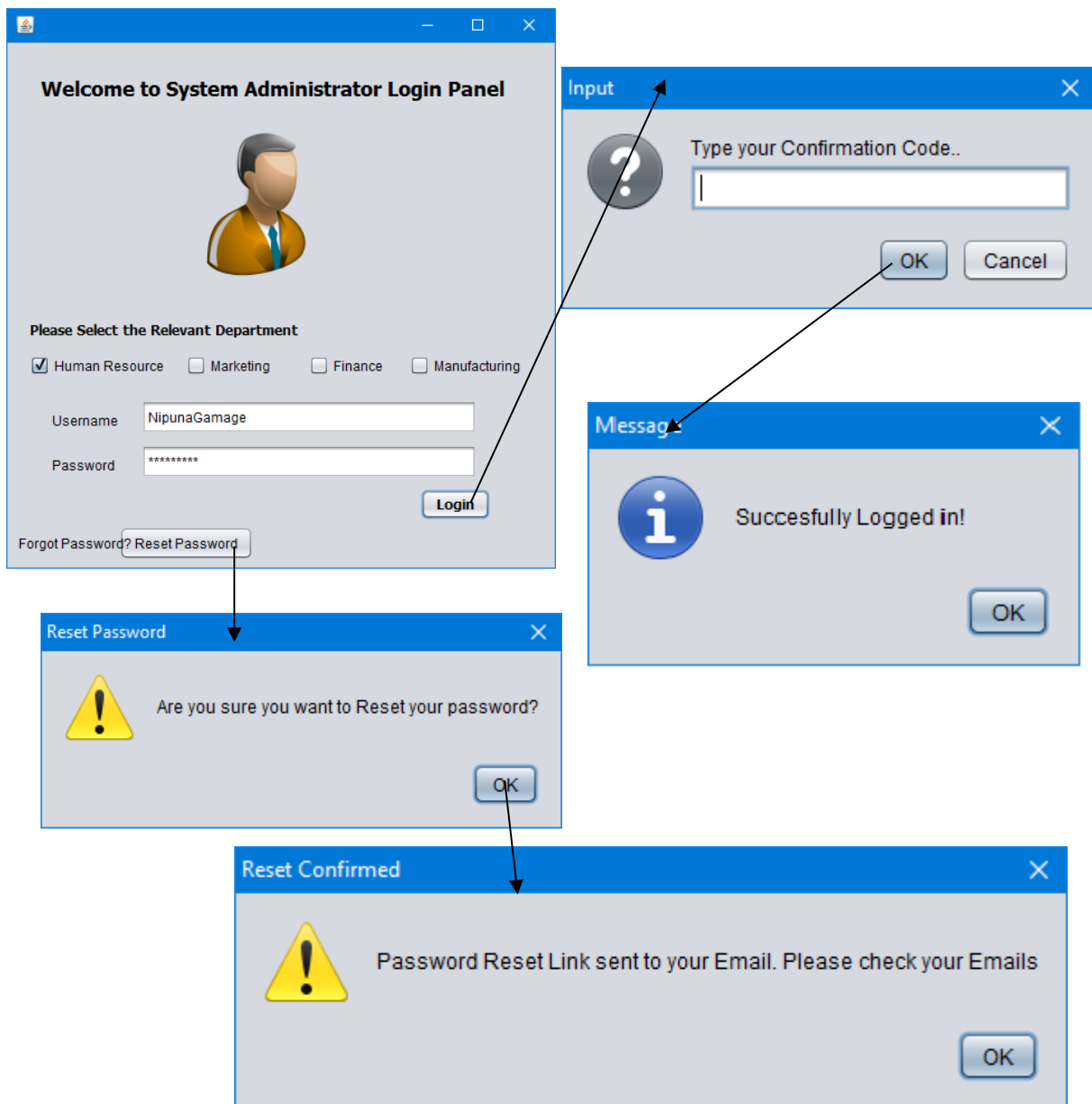
1. Group Name : ABS

2. Story Board No : 002

3. Name of relevant use case : System Login – General Service (Security)

4. Title of the Story Board : System Login – General Service (Security)

6. Story Board Diagram



1. Group Name : ABS

2. GUI No : 003

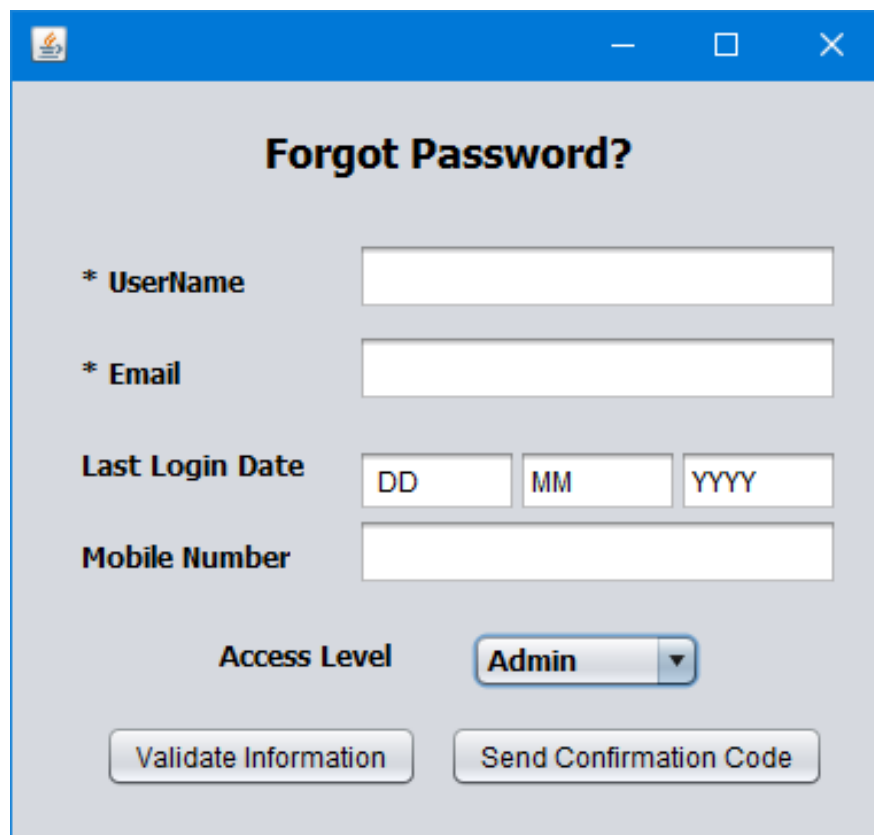
3. Name of relevant use case: General Service (Security)

4. Title of the GUI : Forgot Password?

5. Description of the GUI:

User can reset the account password using this GUI. In order to do that, user must fill all the Mandatory details and select the access level. Provided information can be validated using inbuilt database. Mobile number will be requested again to confirm the user. If wrong details are provided, System will warn before sending the confirmation code.

6. GUI



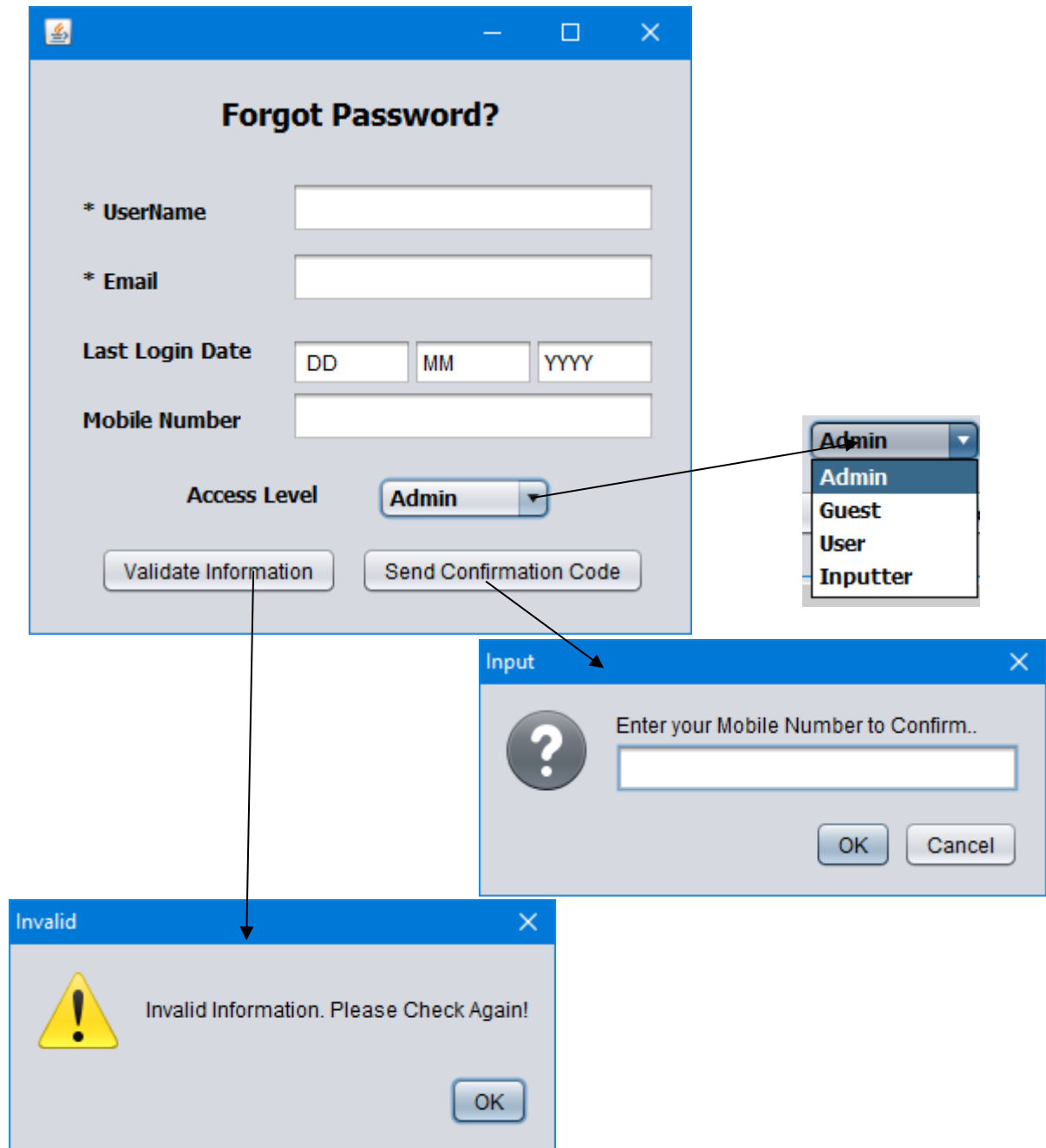
1. Group Name : ABS

2. Story Board No : 003

3. Name of relevant use case : General Service (Security)

4. Title of the Story Board : General Service (Security)

6. Story Board Diagram



1. Group Name : ABS

2. GUI No : 004

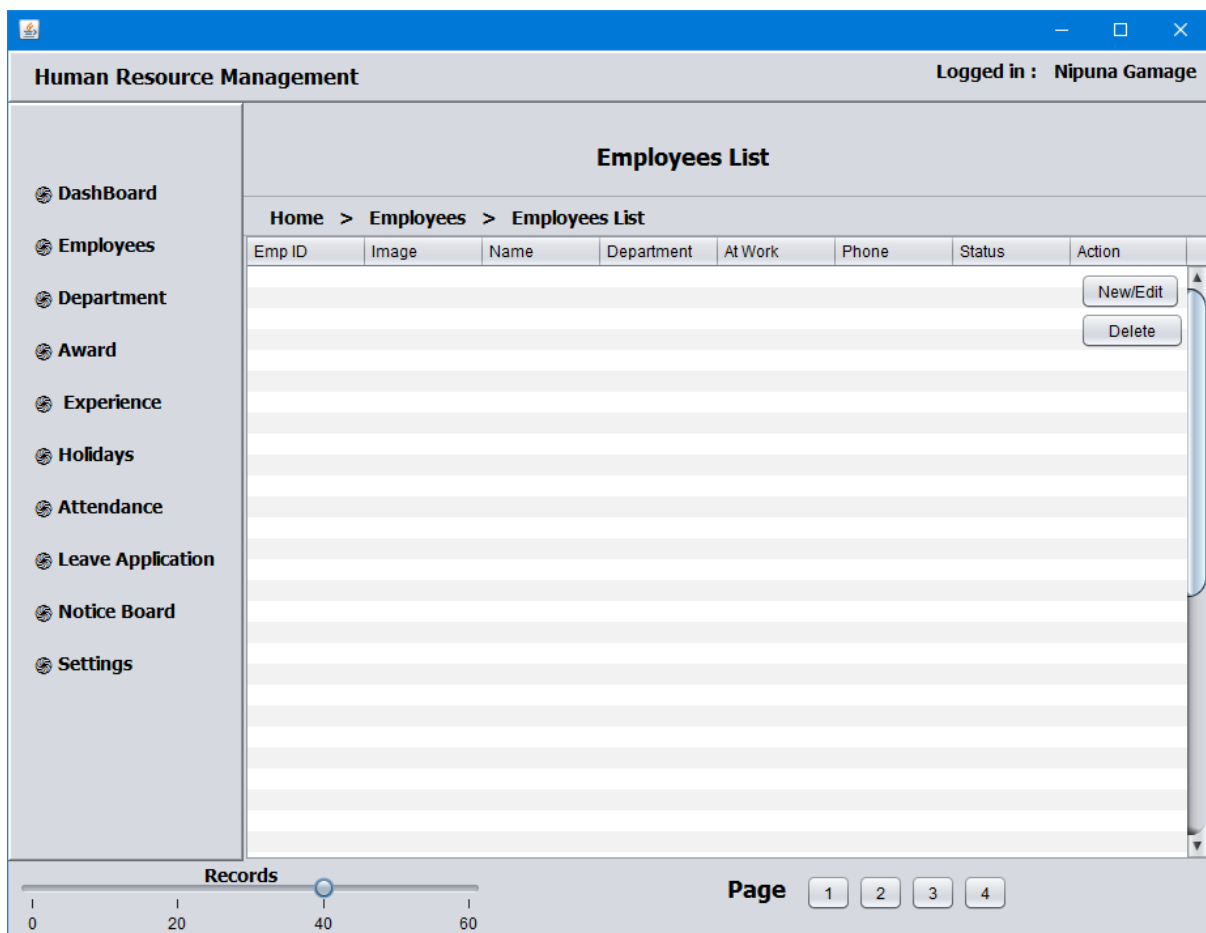
3. Name of relevant use case : Human Resource Management System

4. Title of the GUI : Human Resource Management - Employee

5. Description of the GUI:

This is the Interface which is used to view Employee List. Logged user information is viewed in Right upper Conner. Employee ID is user as primary key here. Adding, Editing and Deleting Employee Details can be managed through this Interface. Each and Every Department Employee is shown in this GUI which can be accessed easily by HR Officer.

6. GUI



1. Group Name : ABS

2. GUI No : 005

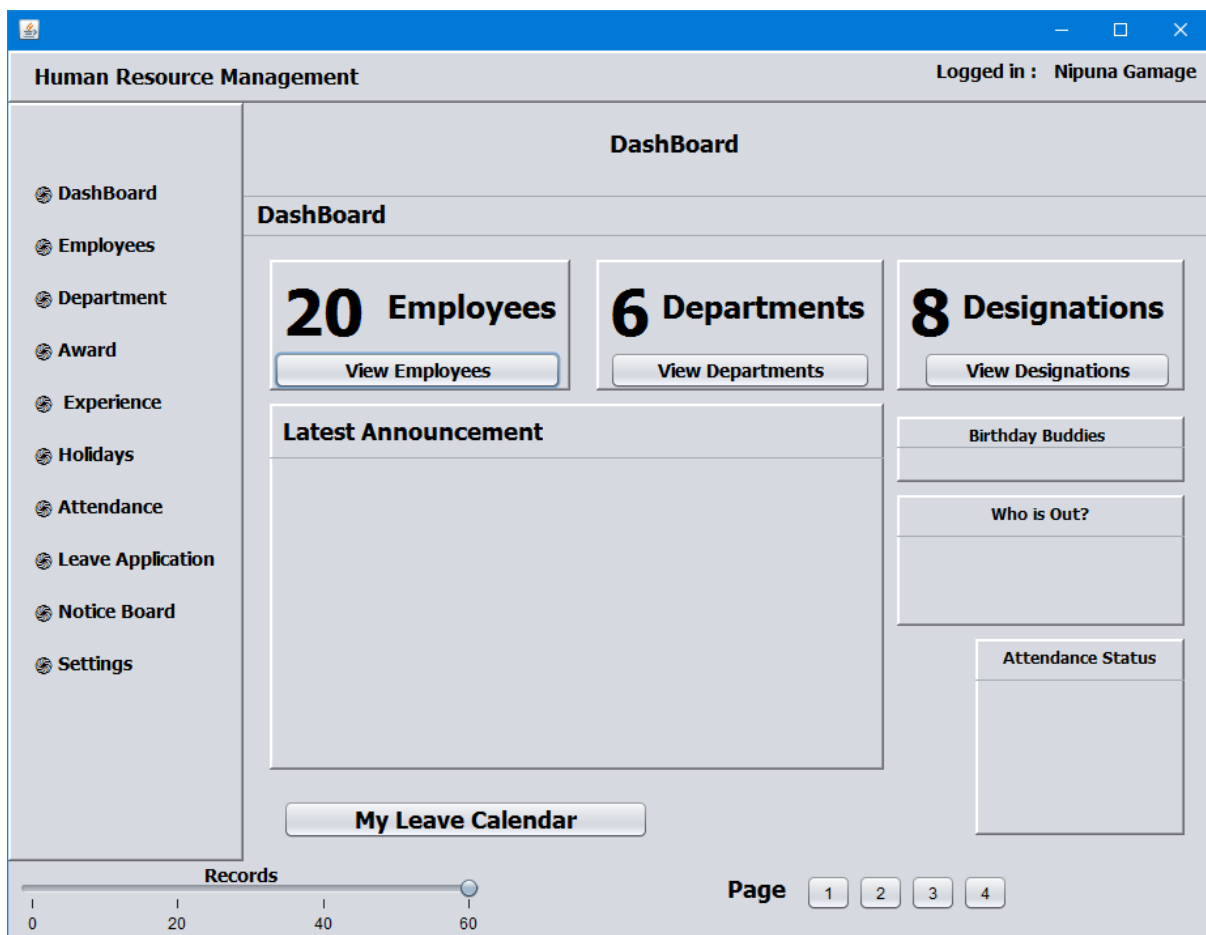
3. Name of relevant use case : Human Resource Management System

4. Title of the GUI : Human Resource Management -Dashboard

5. Description of the GUI:

Through this interface, user can view details about the departments, employees, designations, Announcements, Attendance and personal Leave calendar. "View Employee" button will direct the user to GUI 04. Birthdays are viewed as HR Relationship Manager can surprise the Employee by Strengthening the bond between Employer – Employee.

6. GUI





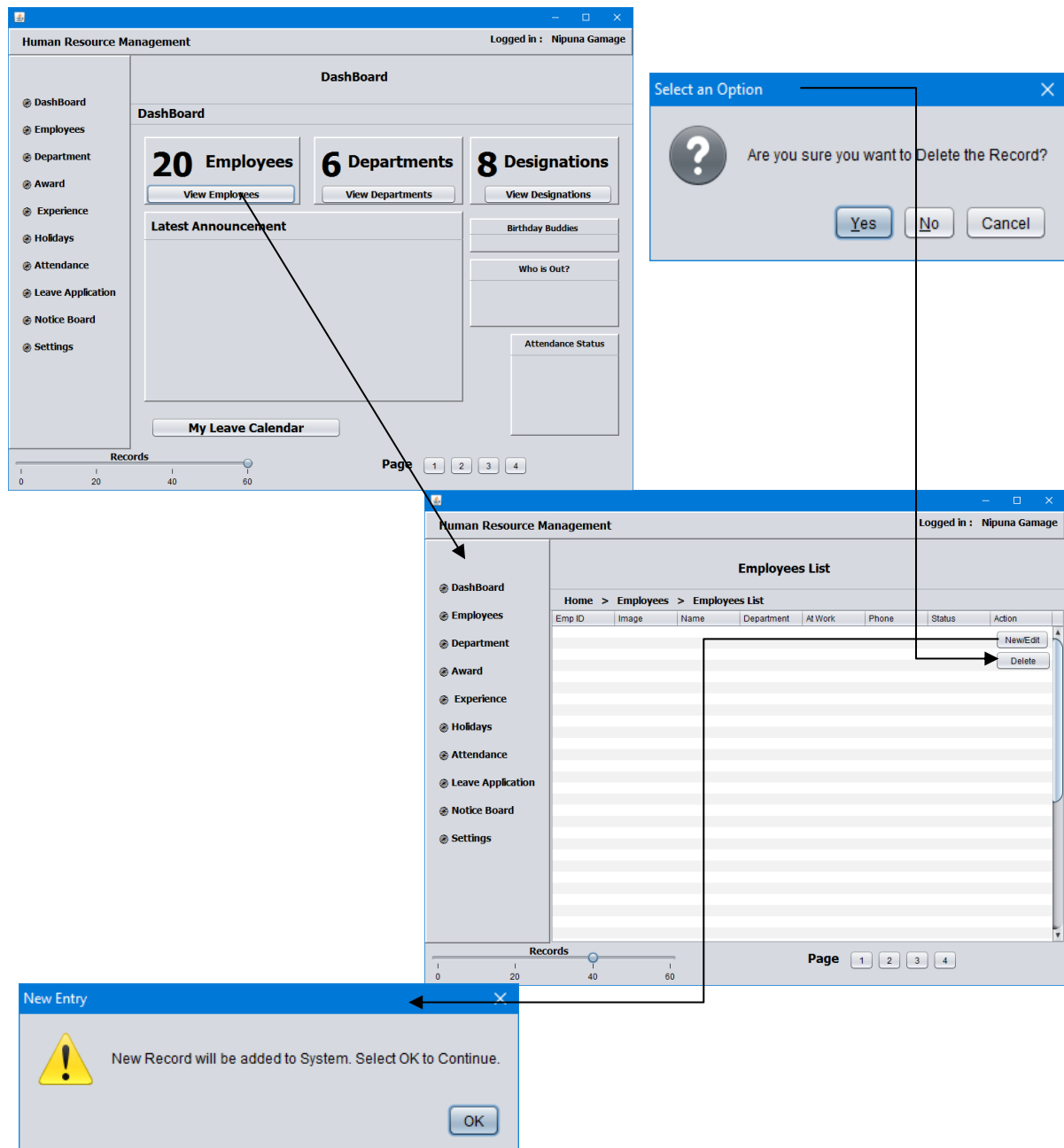
1. Group Name : ABS

2. Story Board No : 005

3. Name of relevant use case : Human Resource Management System

4. Title of the Story Board : Human Resource Management System

6. Story Board Diagram



# WIRE FRAMES SKETCH DRAWING FOR STORY BOARD DESIGN (GROUP ASSIGNMENT) – H7DJ 04/AS/17

FORM NO: H7DJ 04/AS/017/FRM-01

1. Group Name : ABS

2. GUI No : 006

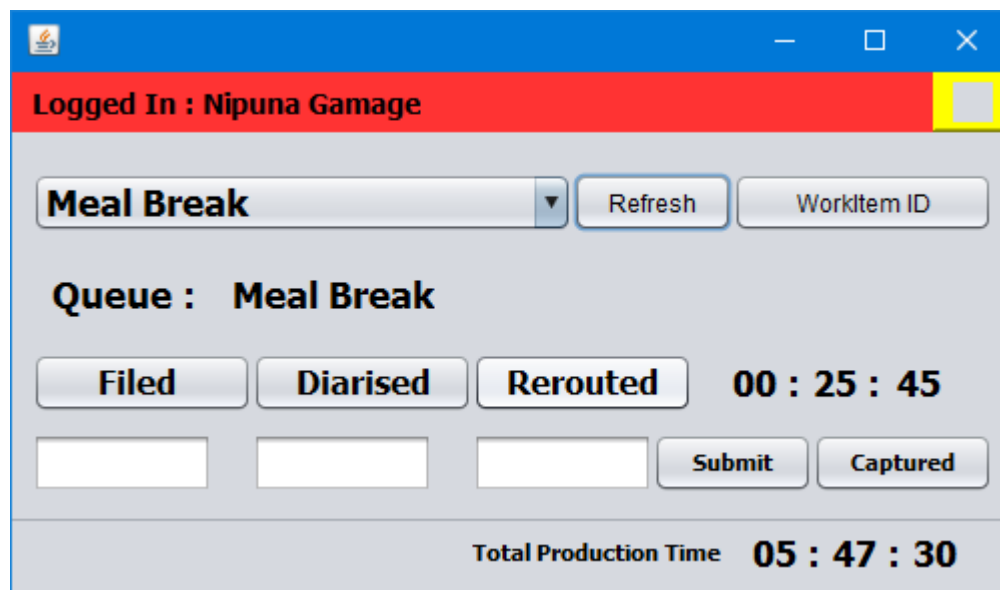
3. Name of relevant use case : Analysing Employee Activities

4. Title of the GUI : Activity Log

5. Description of the GUI:

Employee must use this interface throughout the working time in order to log the production time. Queues can be selected according to the work they are doing at the relevant moment. Time will be captured to do specific work type. Example ; Employee can view the remaining Meal Break time just by selecting the queue. Through this GUI, Efficiency of the employee can be increased easily.

6. GUI



The wireframe sketch shows a GUI window with a blue title bar and a red header bar. The header bar contains the text "Logged In : Nipuna Gamage" and a yellow square icon. Below the header bar, there is a dropdown menu with "Meal Break" selected, a "Refresh" button, and a "WorkItem ID" input field. Below these, there is a section titled "Queue : Meal Break" containing three buttons: "Filed", "Diarised", and "Rerouted". To the right of these buttons is a timer displaying "00 : 25 : 45". Below the buttons, there are three empty input fields, followed by "Submit" and "Captured" buttons. At the bottom of the window, there is a footer bar displaying "Total Production Time 05 : 47 : 30".

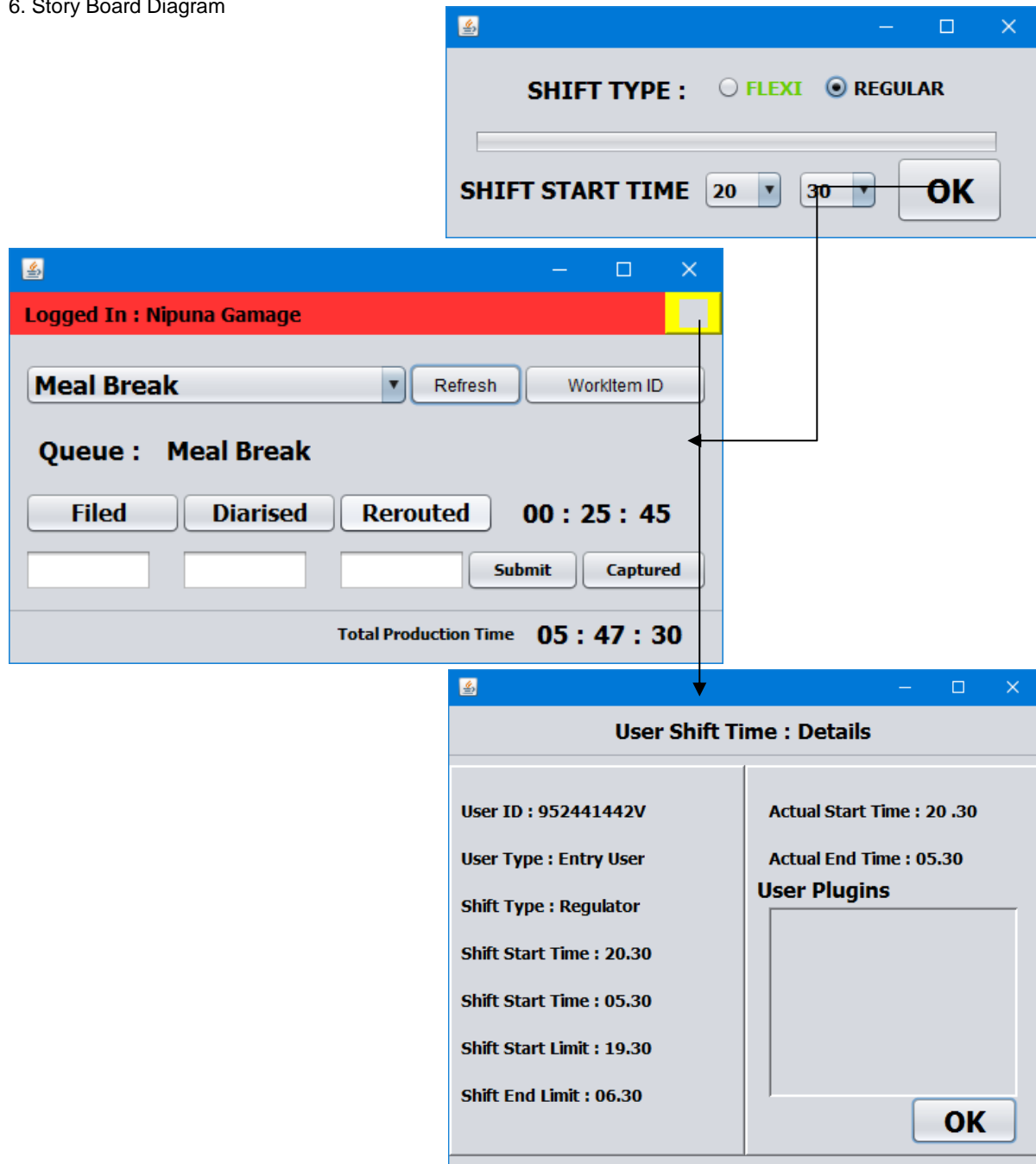
1. Group Name : ABS

2. Story Board No : 006

3. Name of relevant use case : Analysing Employee Activities

4. Title of the Story Board : Analysing Employee Activities

6. Story Board Diagram



1. Group Name : ABS

2. GUI No : 007

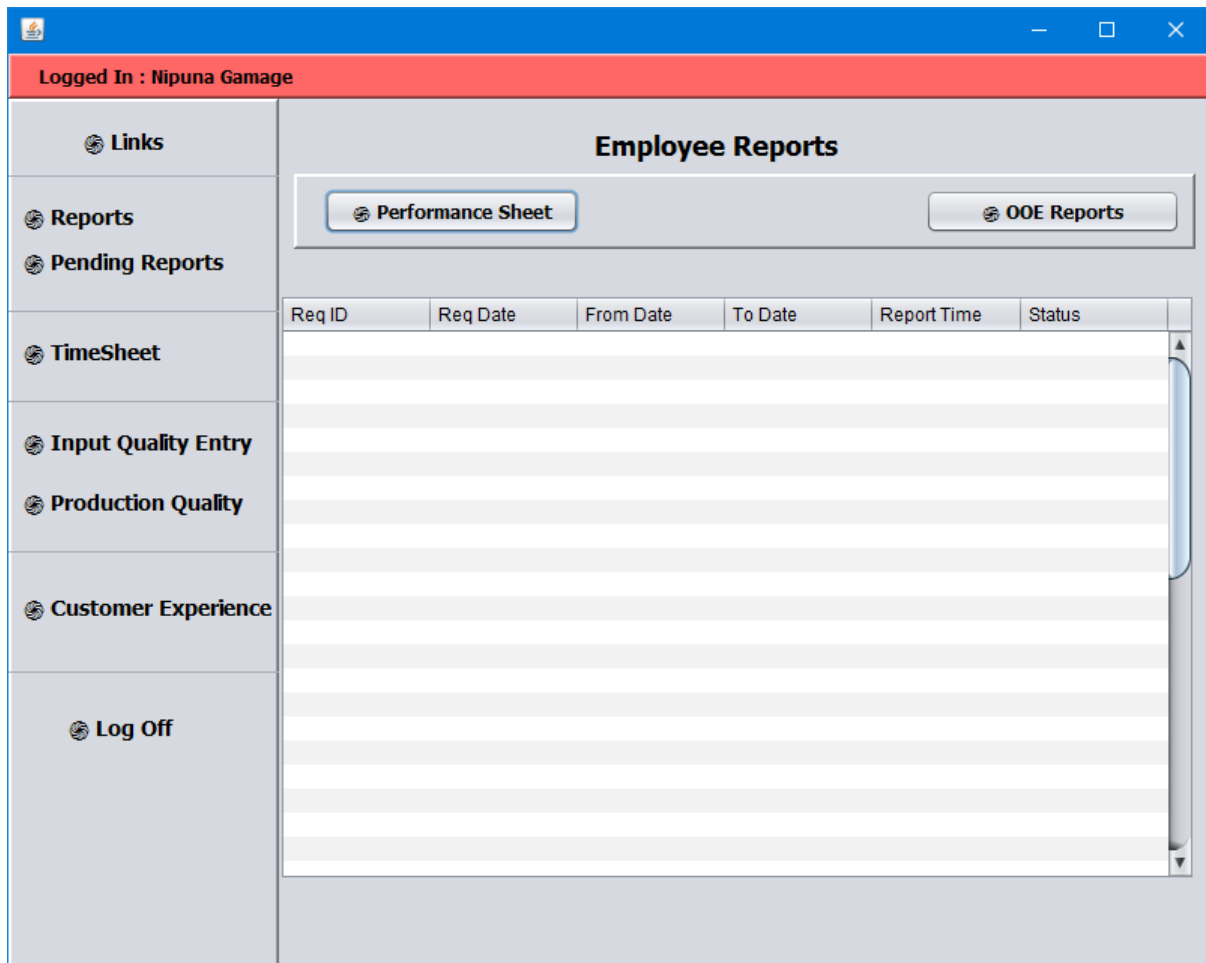
3. Name of relevant use case : Managing Employee Reports and Request

4. Title of the GUI : Employee Reports

5. Description of the GUI:

Performance captured by the Activity Log (GUI 06) Interface is summarized and viewed in this Interface. If any of the employee request any performance report, thorough this interface a report can be easily exported. Pending requests and Analysed request can be viewed at the same time.

6. GUI



1. Group Name : ABS

2. GUI No : 008

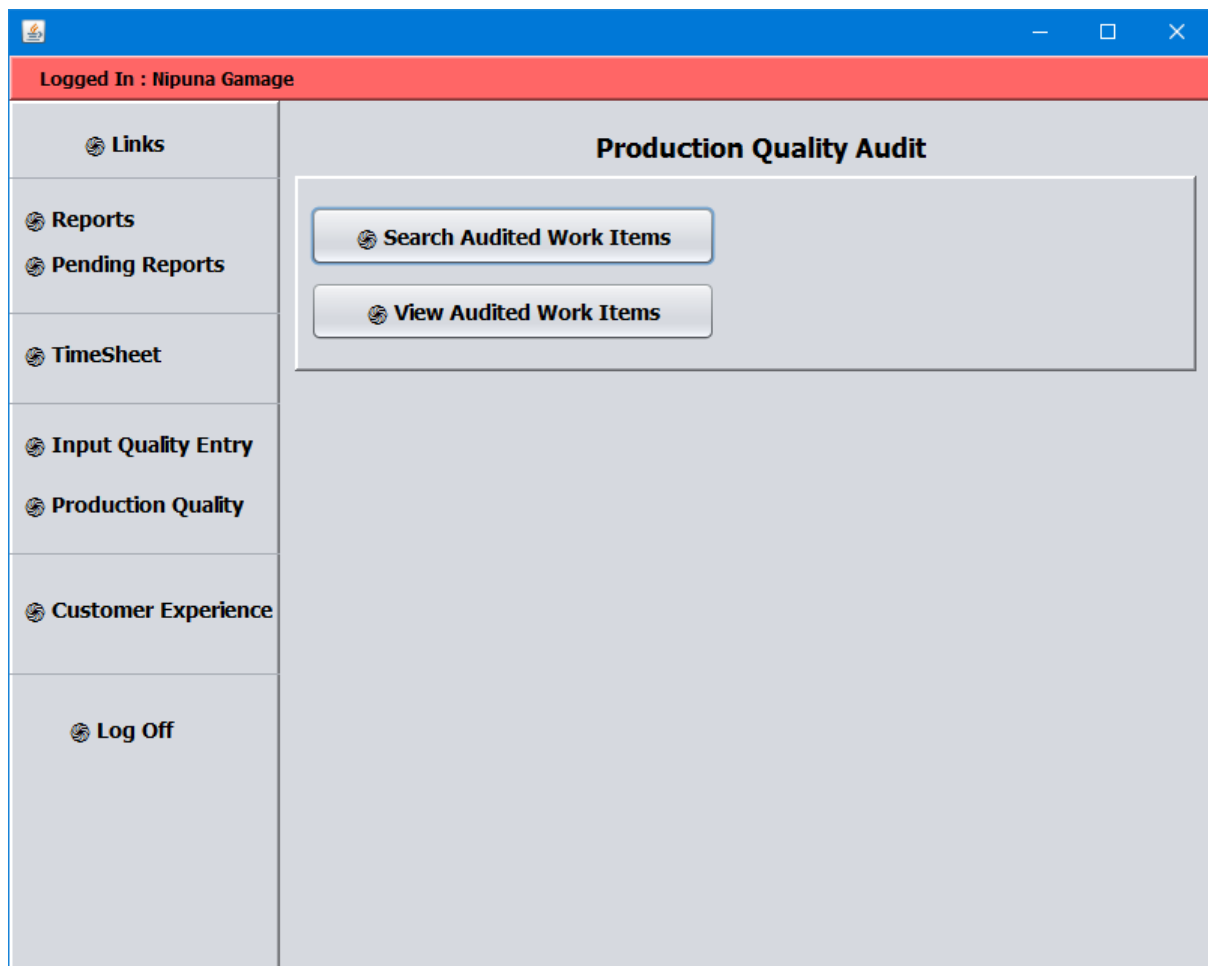
3. Name of relevant use case : Quality Analysis of the Production

4. Title of the GUI : Production Quality Audit

5. Description of the GUI:

All the Audited work item details can be selected and viewed in this GUI. To use this interface must have higher access level than Normal Employee. Any reported Production Quality Audit below the average will trigger the system to warn the employee about the Quality of the work that person engaged in. Reports can be easily exported to excel sheets or any other word processing software using this interface.

6. GUI



1. Group Name : ABS

2. GUI No : 009

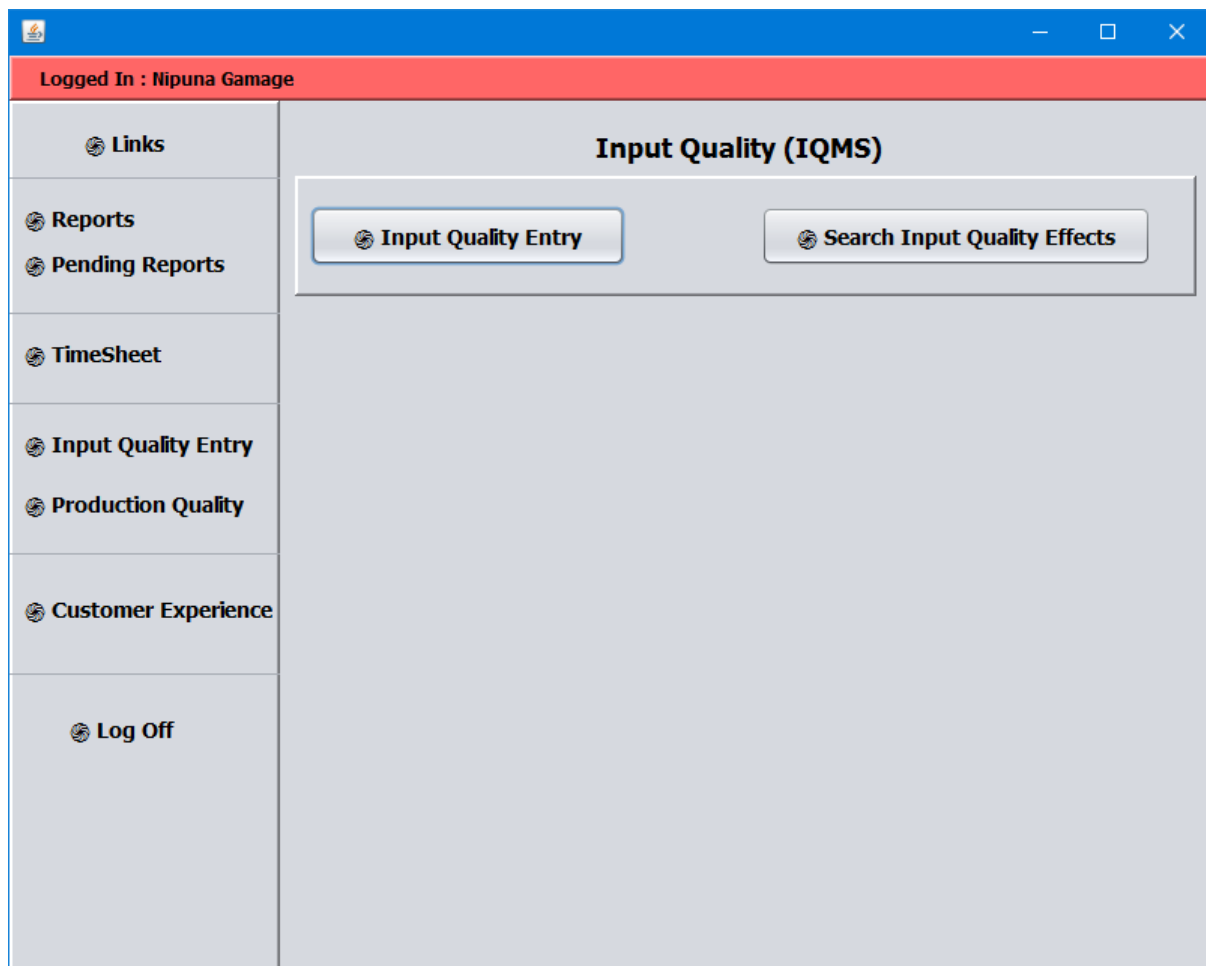
3. Name of relevant use case : Analysing the Input Quality – Manufacturing Engineer

4. Title of the GUI : Input Quality

5. Description of the GUI:

Any report or requests regarding inputs to manufacturing line can be viewed using this interface. Manufacturing engineers must analyse the effects of the input goods and calculate the efficiency of the production line.

6. GUI



1. Group Name : ABS

2. GUI No : 010

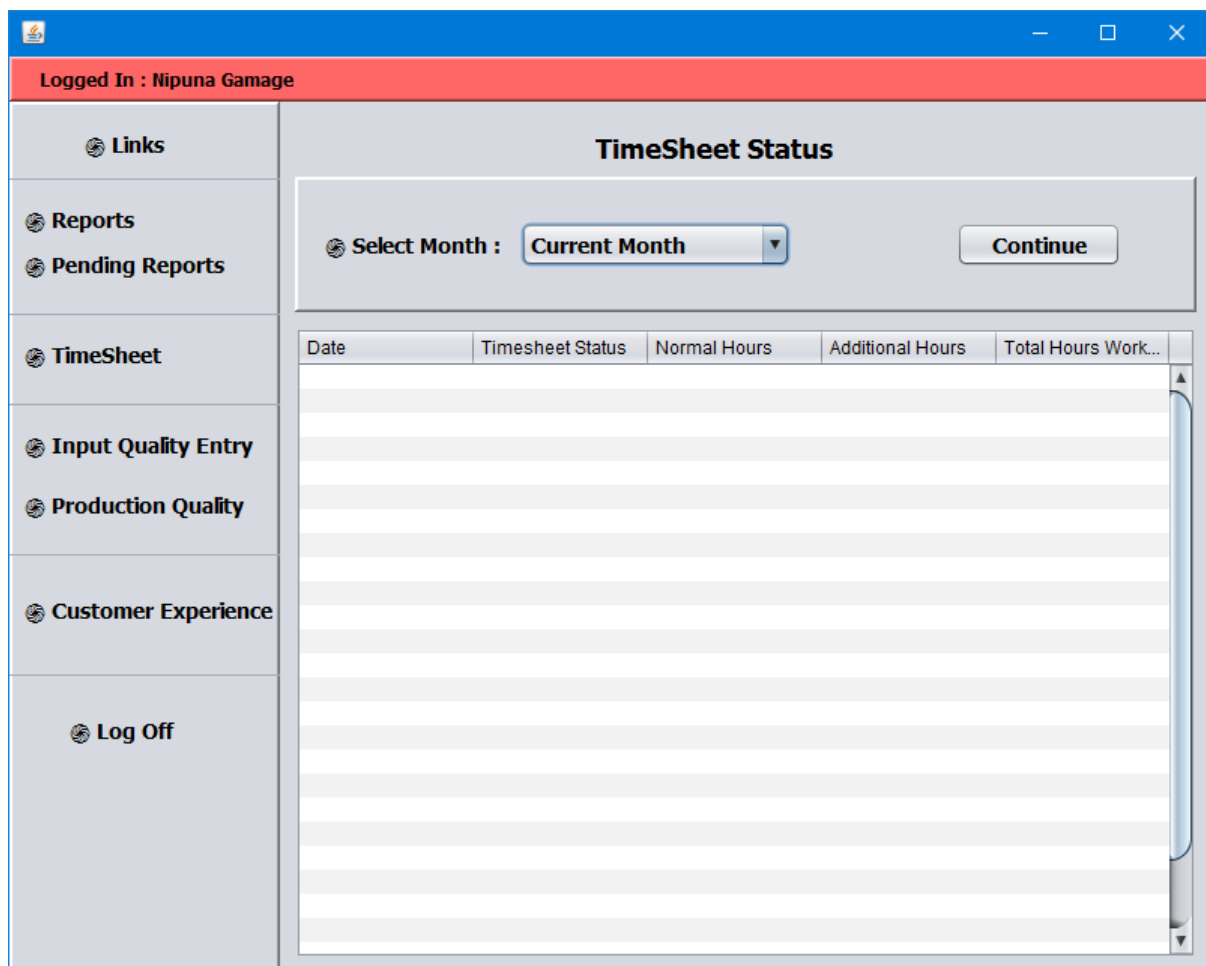
3. Name of relevant use case : Reviewing the Work time – HR & Financial Dep.

4. Title of the GUI : Time Sheet Status

5. Description of the GUI:

Employees' working time details can be easily viewed through this interface. Using this interface, Financial department can easily calculate the payments that needed to be done for extra working hours. HR Officers can use this Time Sheet to track the Overall working time of the relevant employee. Monthly, Date vies ; the reports can be viewed. Changes cannot be made to this reports as all those actions are tracked using the GUI 006.

6. GUI



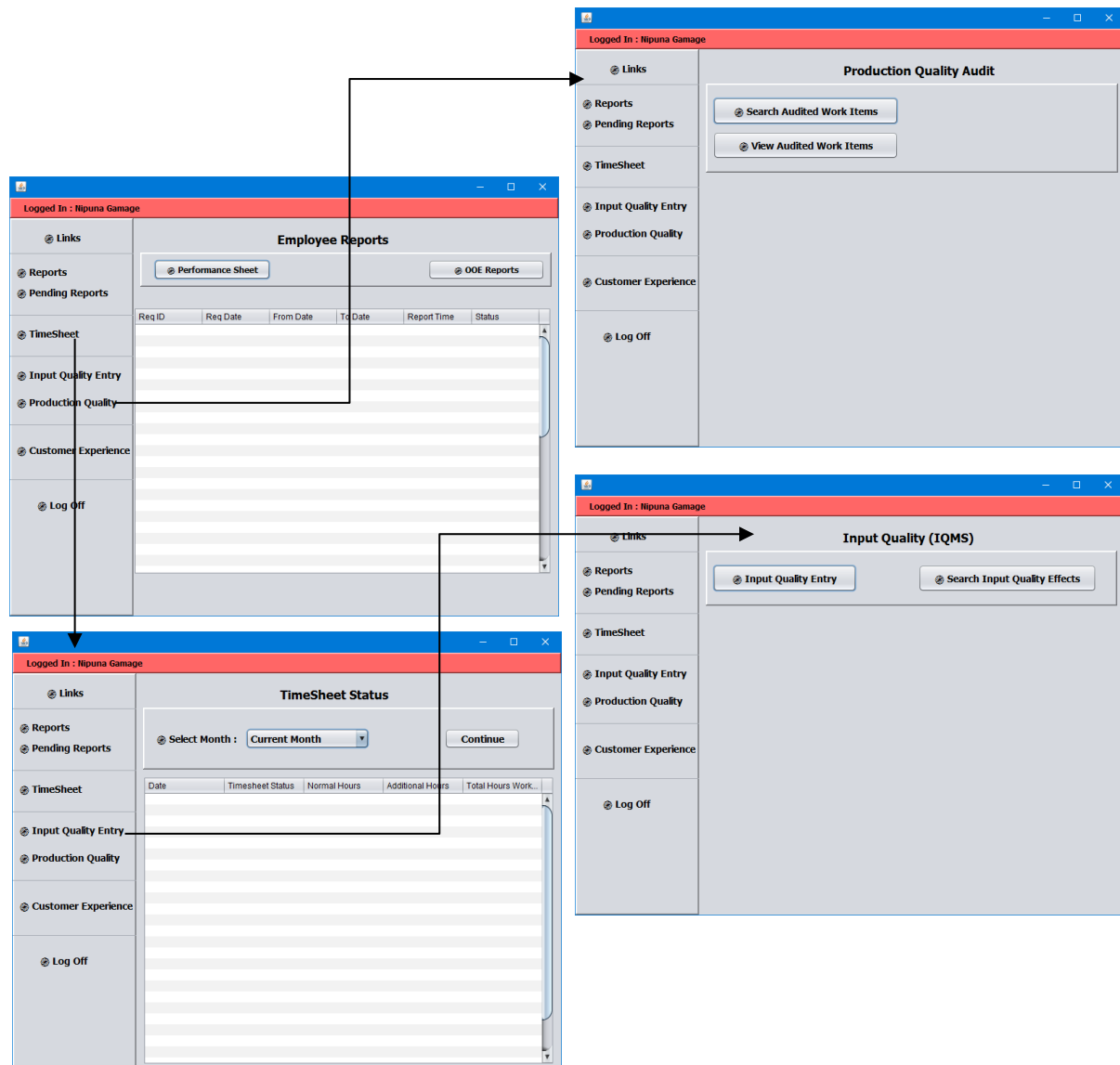
1. Group Name : ABS

2. Story Board No : 007

3. Name of relevant use case : Managing Employee Reports and Request

4. Title of the Story Board : Managing Employee Reports and Request

6. Story Board Diagram





1. Group Name : ABS

2. GUI No : 011

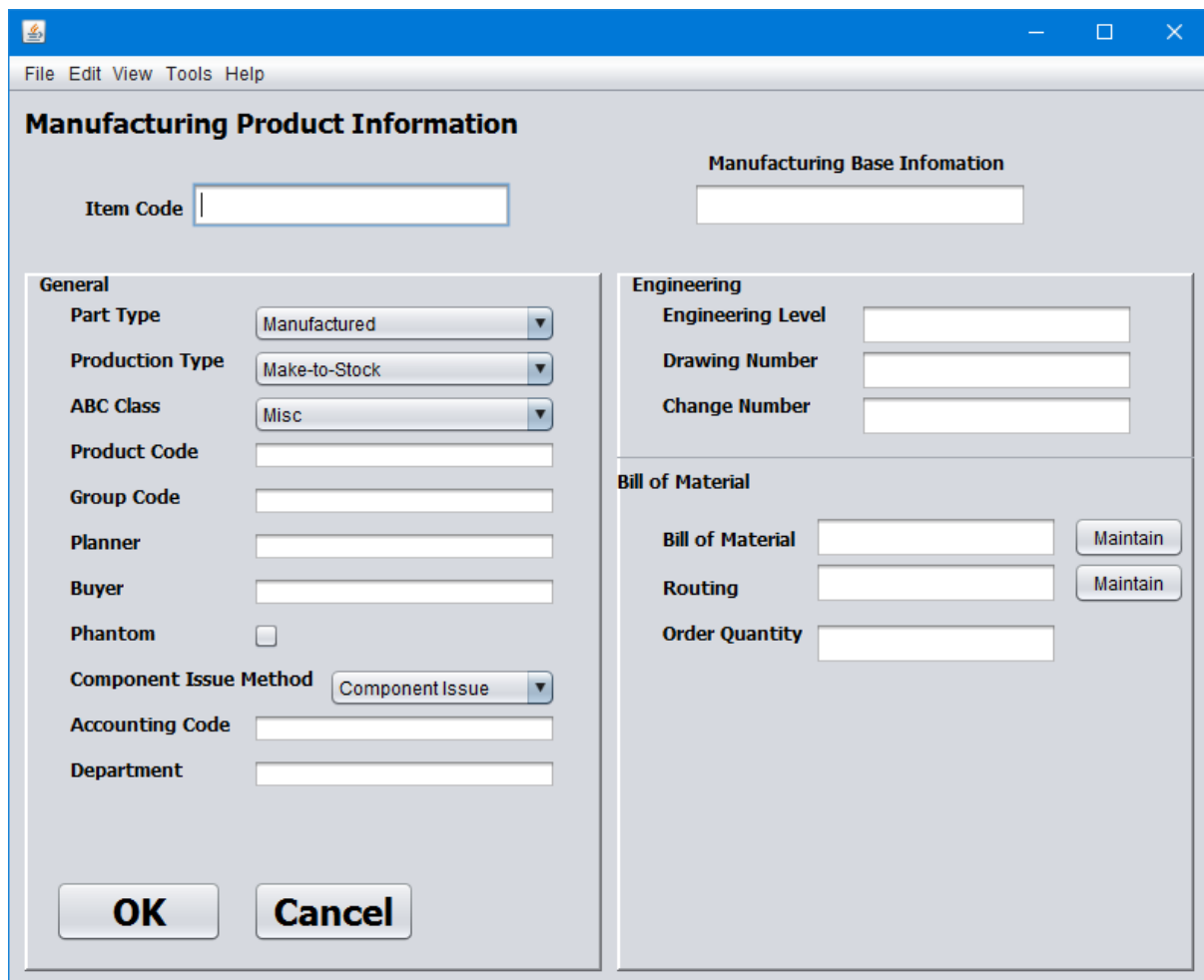
3. Name of relevant use case : Start-up and shut-down schedules to ensure minimum loss

4. Title of the GUI : Manufacturing Product Information

5. Description of the GUI:

This GUI Contains all the details about the ongoing Production line. By Completing relevant cases, a report can be exported to Higher Manufacturing Engineers to examine the Production line without visiting. Any Requests regarding Production line can be managed (Requested) using “Bill of Material” Section. Reports can be generated for Manufactured items as well as Planned Products.

6. GUI



The screenshot shows a software window titled "Manufacturing Product Information". It features a menu bar with "File", "Edit", "View", "Tools", and "Help". The main area is divided into several sections:

- Item Code:** A text input field.
- Manufacturing Base Information:** A text input field.
- General:** A section containing:
  - Part Type:** A dropdown menu with "Manufactured" selected.
  - Production Type:** A dropdown menu with "Make-to-Stock" selected.
  - ABC Class:** A dropdown menu with "Misc" selected.
  - Product Code:** A text input field.
  - Group Code:** A text input field.
  - Planner:** A text input field.
  - Buyer:** A text input field.
  - Phantom:** A checkbox.
  - Component Issue Method:** A dropdown menu with "Component Issue" selected.
  - Accounting Code:** A text input field.
  - Department:** A text input field.
- Engineering:** A section containing:
  - Engineering Level:** A text input field.
  - Drawing Number:** A text input field.
  - Change Number:** A text input field.
- Bill of Material:** A section containing:
  - Bill of Material:** A text input field with a "Maintain" button next to it.
  - Routing:** A text input field with a "Maintain" button next to it.
  - Order Quantity:** A text input field.

At the bottom left, there are "OK" and "Cancel" buttons.

1. Group Name : ABS

2. GUI No : 012

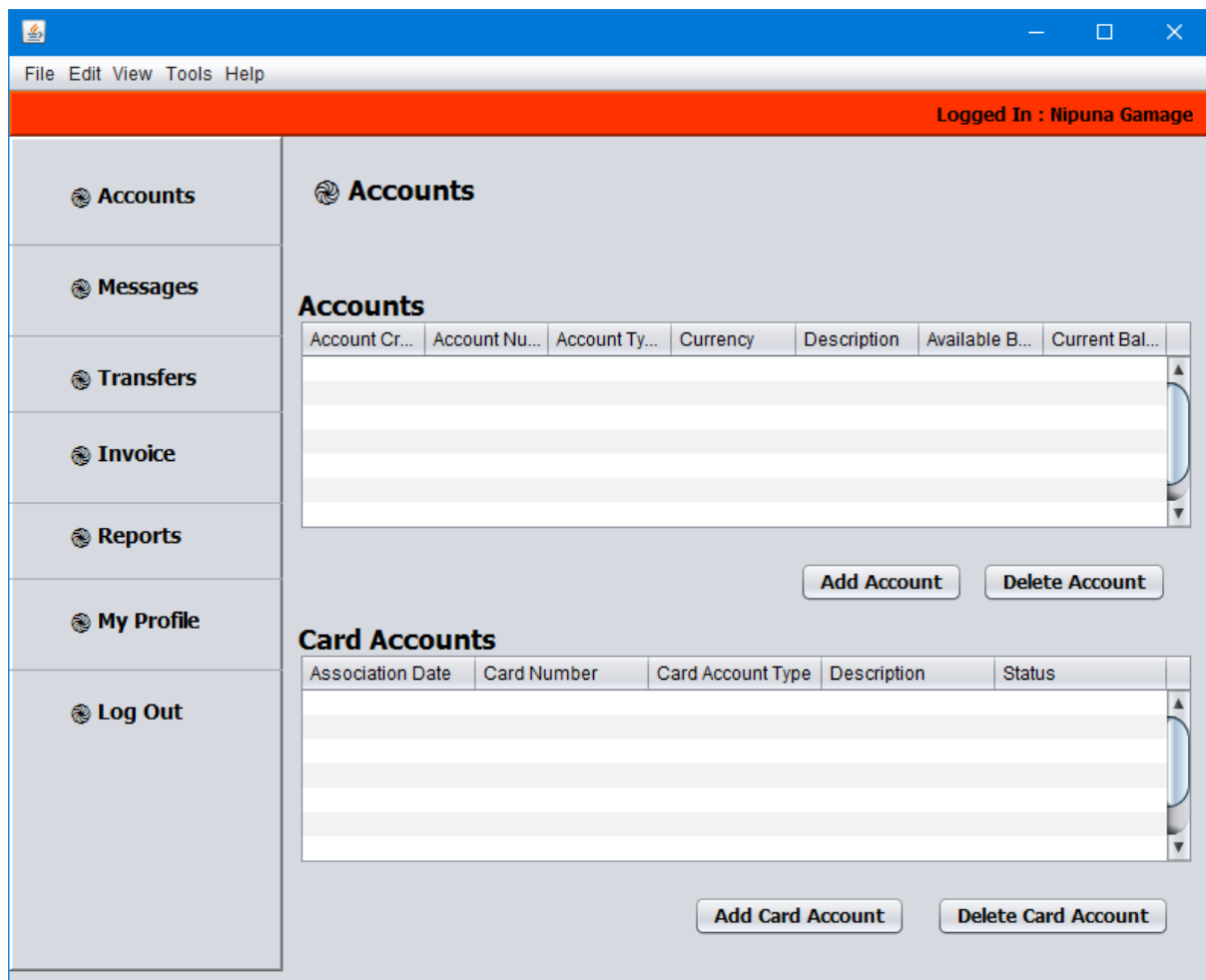
3. Name of relevant use case : Using financial packages and software, including portfolio management software

4. Title of the GUI : Account Management

5. Description of the GUI:

Using this Interface, user can easily view, manage, delete accounts associated with the organization. All the accounts; including credit card accounts can be viewed here. Adding and Deleting Specific accounts will trigger the relevant departments that there are changes made to the accounts. This interface works as a Real Time Updating GUI, because information such as "Available Balance" must be updated as soon as a transaction is made.

6. GUI



# WIRE FRAMES SKETCH DRAWING FOR STORY BOARD DESIGN (GROUP ASSIGNMENT) – H7DJ 04/AS/17

FORM NO: H7DJ 04/AS/017/FRM-01

1. Group Name : ABS

2. GUI No : 013

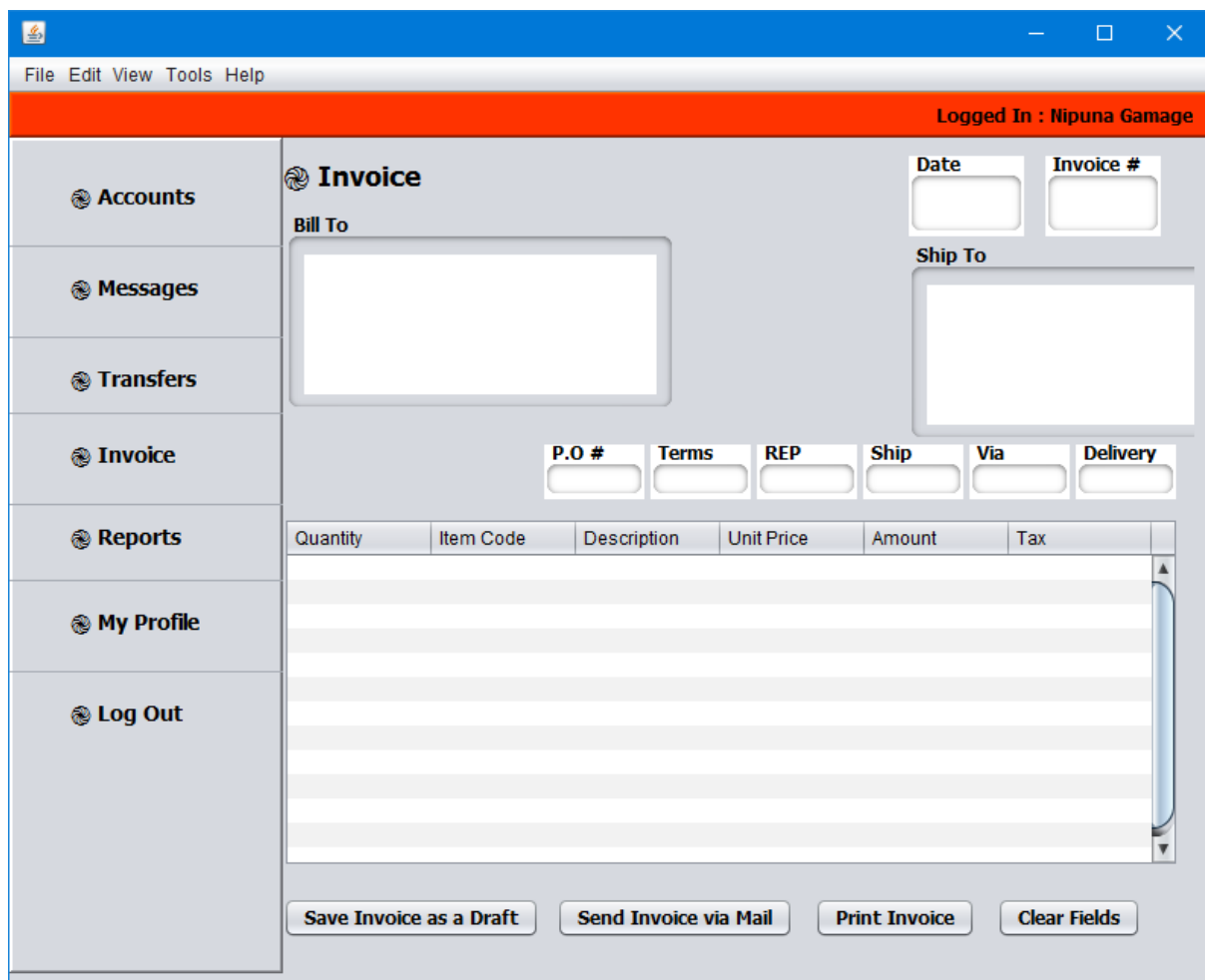
3. Name of relevant use case : Creating Invoices for Relevant Transactions

4. Title of the GUI : Invoice

5. Description of the GUI:

Through this Interface, user can easily create an invoice by entering relevant details. Invoice Numbers, Dates, Taxes are auto calculated as relevant text fields are filling up. A copy of Invoice is sent to relevant department as well as reports can be sent manually. Warnings will be delivered to user when actions with higher risks are performed (Clearing fields). Each and Every Invoice is logged with User IDs. Every Invoice is Linked to Inputters' Profile. Responsibility of the Invoice is linked with the Inputter.

6. GUI



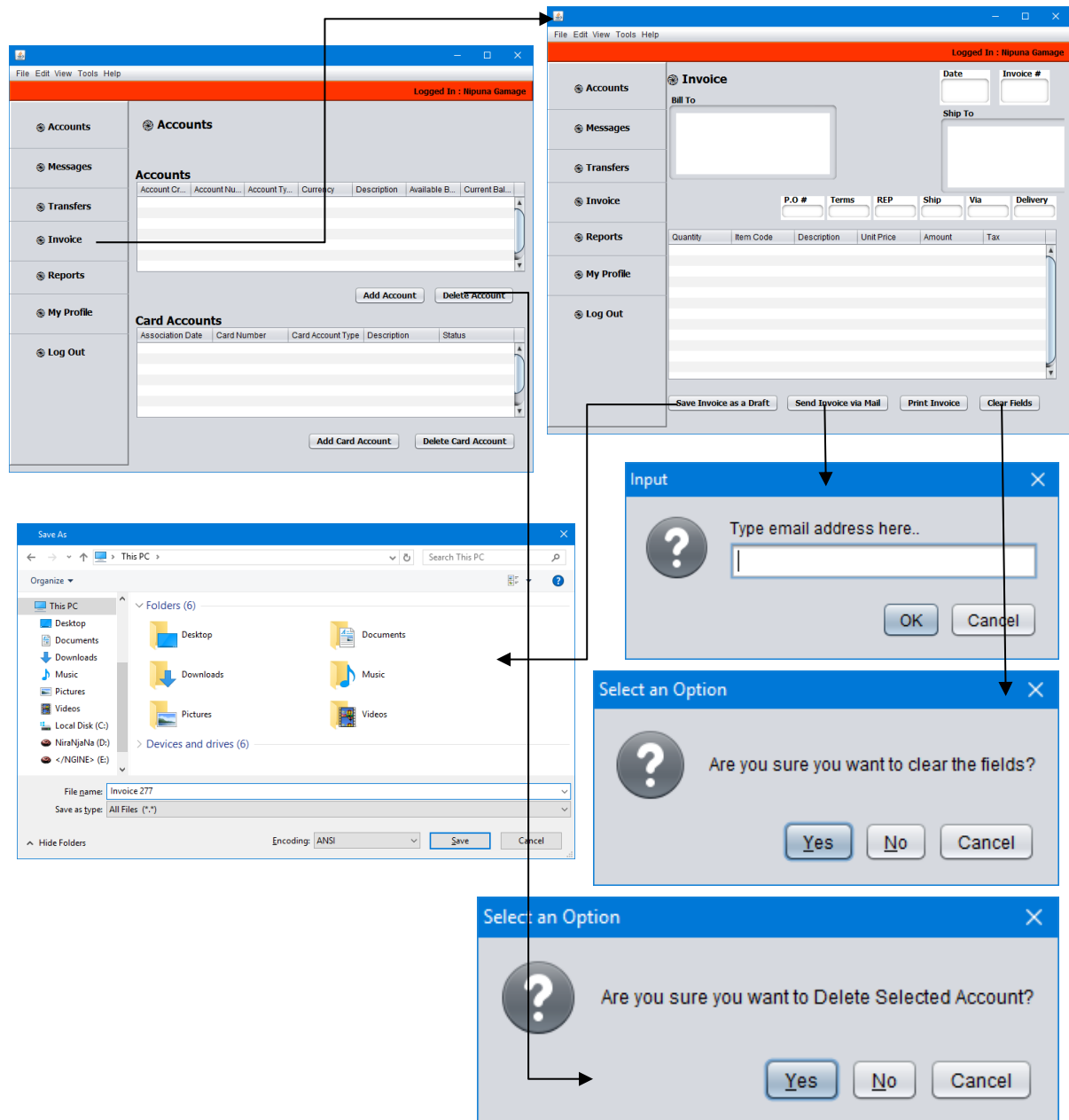
1. Group Name :

2. Story Board No : 008

3. Name of relevant use case : Creating Invoices for Relevant Transactions

4. Title of the Story Board : Creating Invoices for Relevant Transactions

6. Story Board Diagram





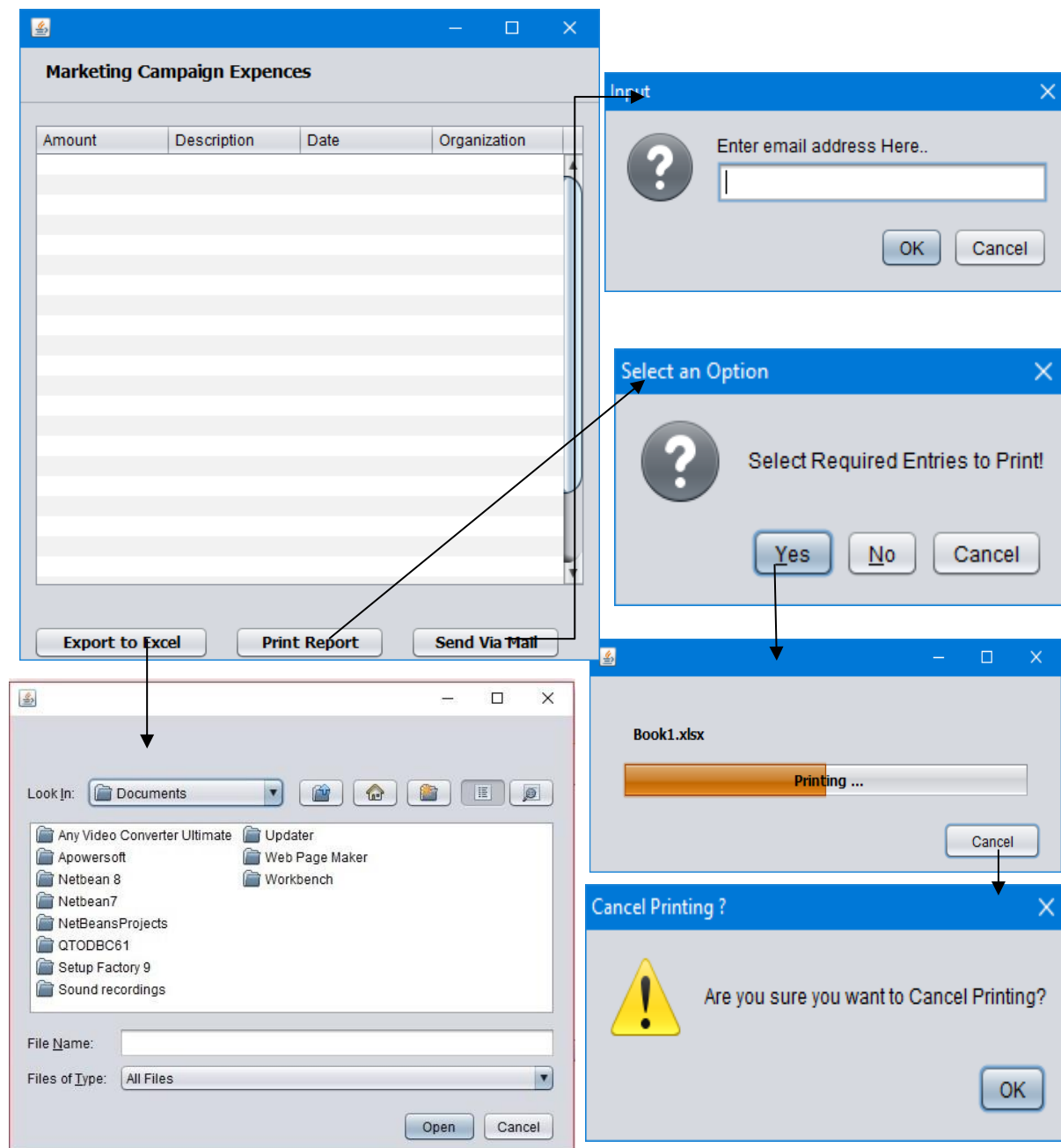
1. Group Name : ABS

2. Story Board No : 009

3. Name of relevant use case : Managing Marketing Campaign Expenses

4. Title of the Story Board : Managing Marketing Campaign Expenses

6. Story Board Diagram



1. Group Name : ABS

2. GUI No : 015

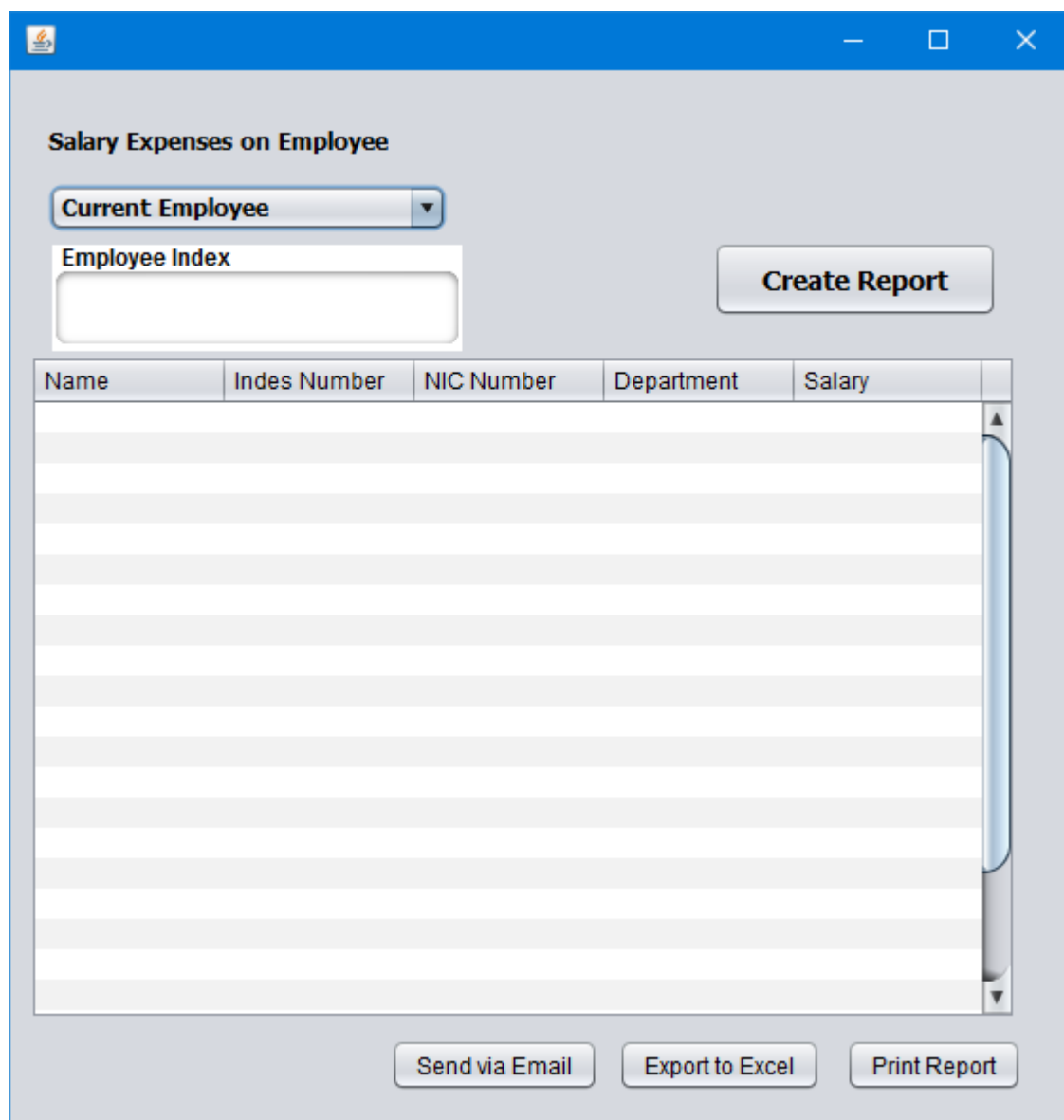
3. Name of relevant use case : Creating Salary Expenses

4. Title of the GUI : Salary Expenses on Employees

5. Description of the GUI:

Through this interface, user can create reports on salary expenses on employees. User must input specific Employee index (Registration Number) to select individual employee or "Select All" option in drop down menu to select all. Generated report can be sent via email, print to a hard copy or exported to an excel sheet. This can be accessed only by Marketing executive and higher level officers.

6. GUI



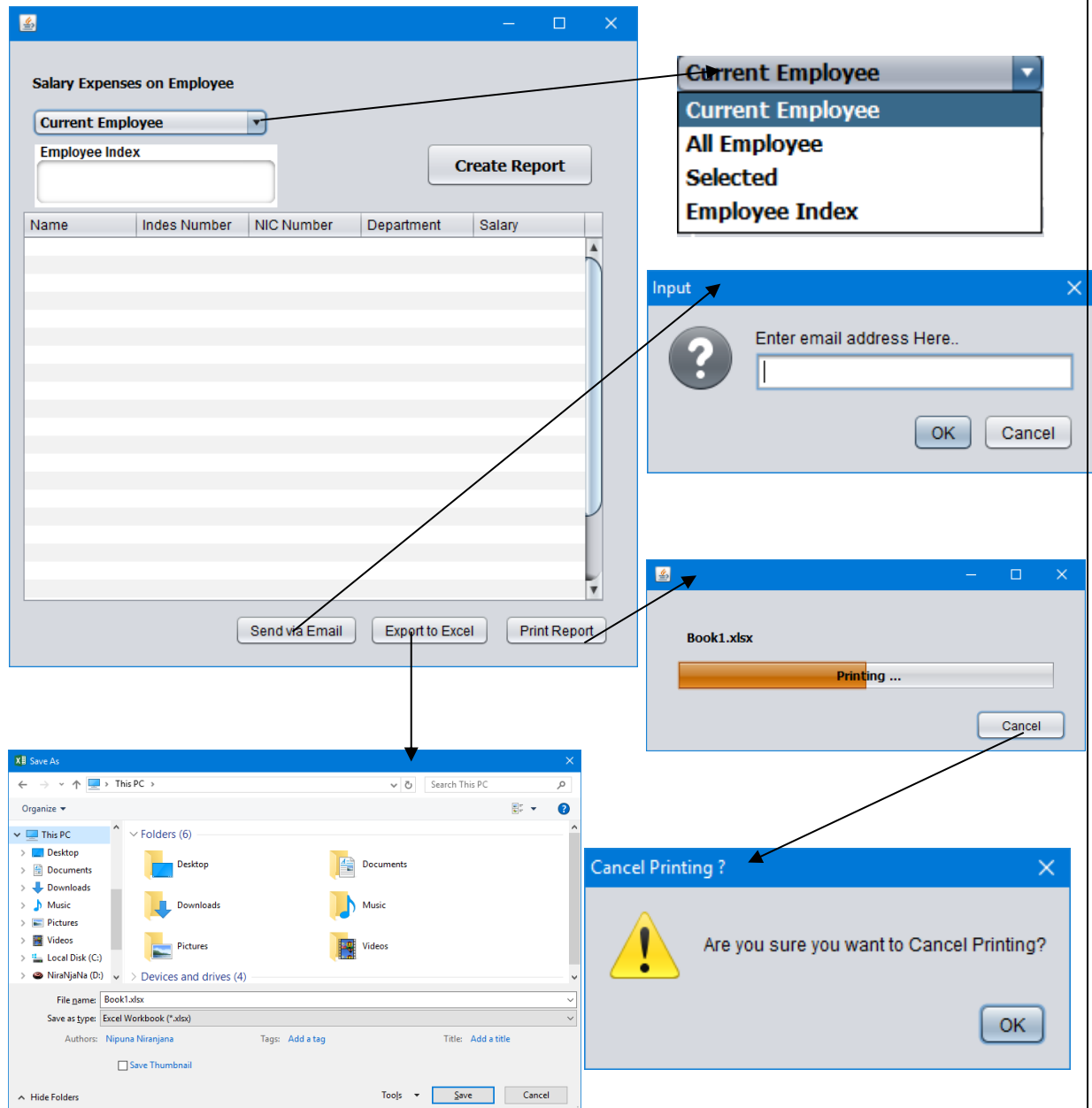
1. Group Name : ABS

2. Story Board No : 010

3. Name of relevant use case : Creating Salary Expenses

4. Title of the Story Board : Creating Salary Expenses

6. Story Board Diagram





1. Group Name : ABS

2. GUI No : 016

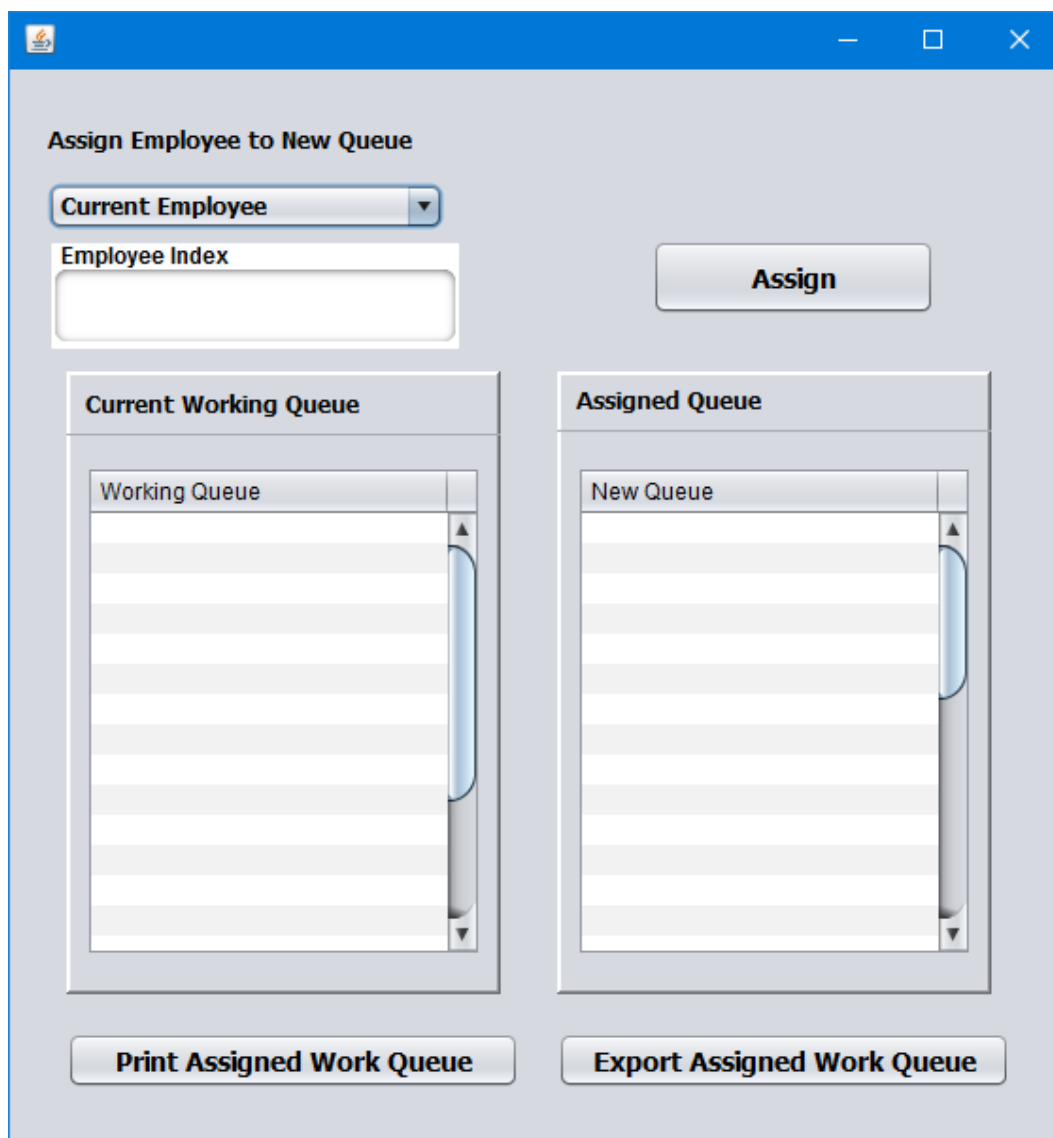
3. Name of relevant use case : Assigning employees to Different working Queues

4. Title of the GUI : Assign employee to New Queue

5. Description of the GUI:

Through this interface, User can change the pre-defined working queues of employees. Employees can be working in many queues and those queues must be changed according to the activity logger. In order to do that, employee must be assigned to new queues using this interface. Only HR officer of employees with higher level access can change the sequence of this interface.

6. GUI



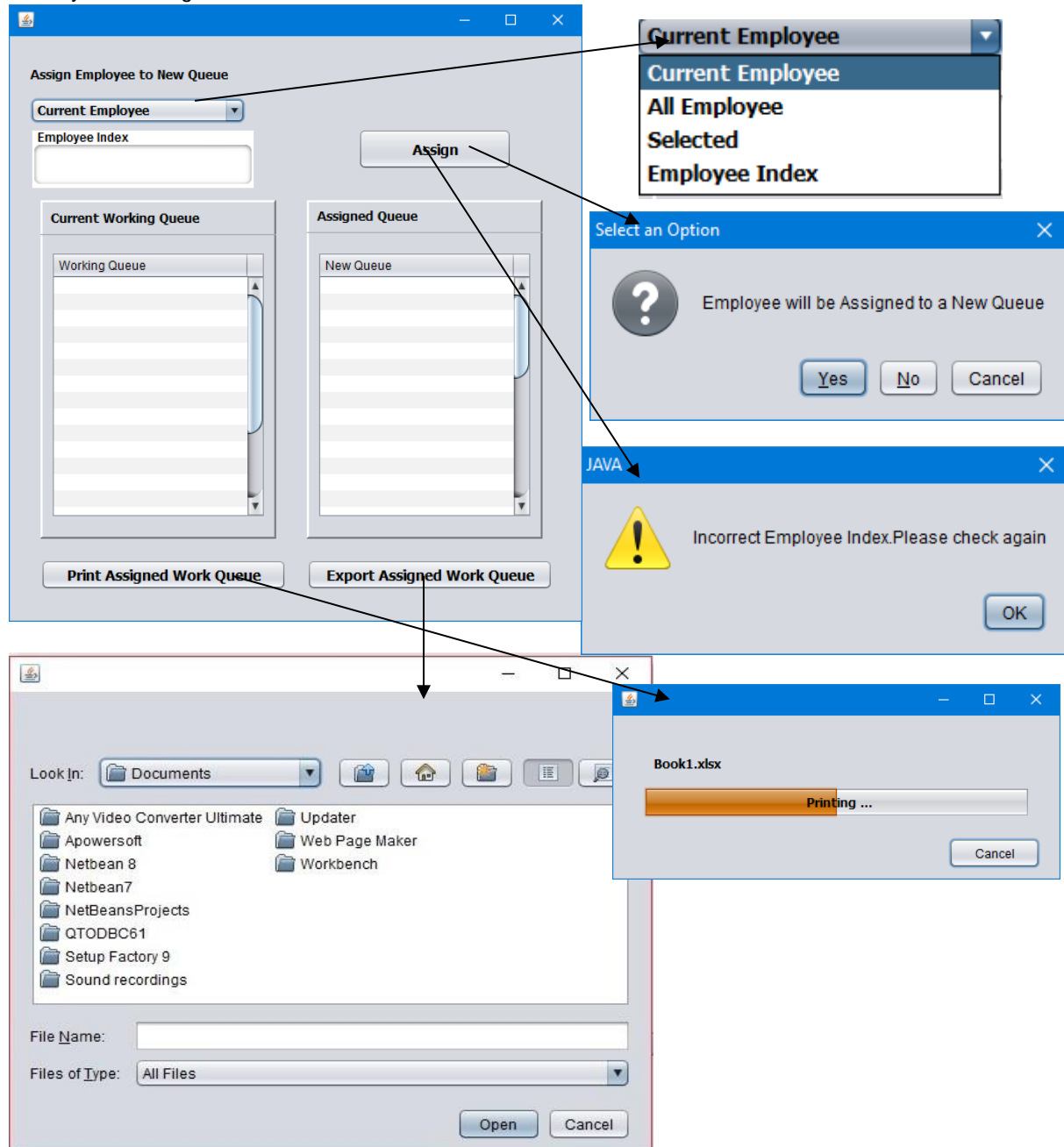
1. Group Name : ABS

2. Story Board No : 011

3. Name of relevant use case : Assigning employees to Different working Queues

4. Title of the Story Board : Assigning employees to Different working Queues

6. Story Board Diagram



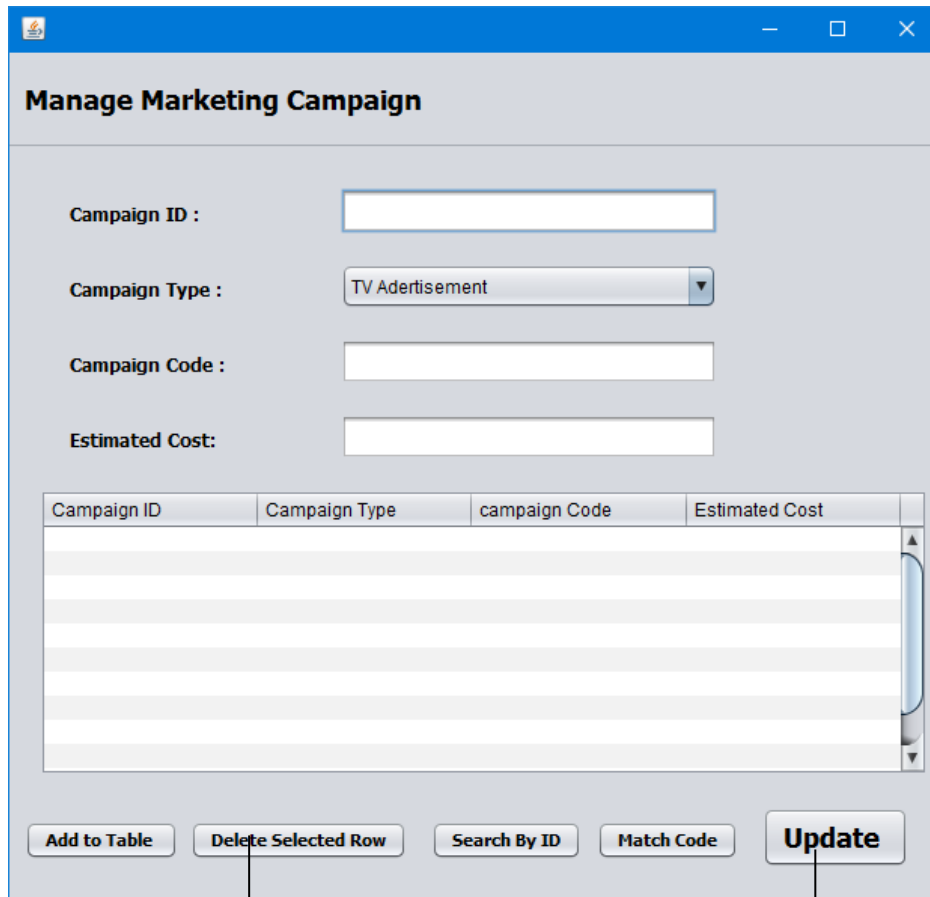
1. Group Name : ABS

2. Story Board No : 012

3. Name of relevant use case : Manage Marketing campaigns

4. Title of the Story Board : Manage Marketing campaigns

6. Story Board Diagram



**Manage Marketing Campaign**

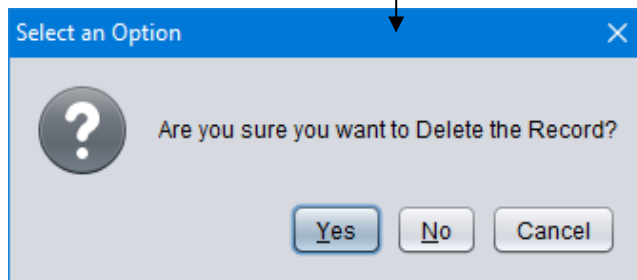
Campaign ID :

Campaign Type :


Campaign Code :

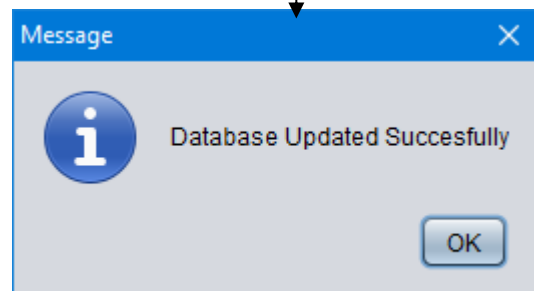
Estimated Cost:

Campaign ID	Campaign Type	campaign Code	Estimated Cost




**Select an Option**

 Are you sure you want to Delete the Record?



**Message**

 Database Updated Successfully